How to be a "Materia" pro

1. Go to [Widget Catalog | Materia](www.materia.ucf.edu/widgets) (www.materia.ucf.edu/widgets)
2. Determine the target level of your learning goal:
   a. **Remember**: *Students will define/duplicate/list/memorize/repeat/state...*
   b. **Understand**: *Students will classify/describe/explain/identify/locate/recognize/report/select/translate...*
   c. **Apply**: *Students will execute/implement/solve/use/demonstrate/interpret...*
   d. **Analyze**: *Students will differentiate/organize/compare/contrast/distinguish/test...*
   e. **Evaluate**: *Students will appraise/argue/defend/select/support/critique...*

3. Determine the Materia Widget that best supports your stated learning goal and has the features you want/need:
   a. **Remember:** *Widgets that focus on recall of facts and basic concepts*.
      i. **Flashcards**: For memorizing terms and definitions.
      ii. **Quizzes**: For recalling information.
      iii. **Matching Games**: For pairing terms with their definitions.
         1. *Associations, Matching, Last Chance Cadet, Sort it Out*
         2. *Crossword, Word Search, Word Guess, Guess the phrase*
         3. *Flashcards, Labeling, Sequencer, Syntax Sorter*
         4. *Roulette, Enigma*

   b. **Understand:** *Widgets that help explain ideas or concepts*.
      i. **Interactive Diagrams:** For understanding processes or structures.
      ii. **Concept Maps:** For visualizing relationships between concepts.
         1. *Associations, Sort it Out, This or That*
         2. *Sequencer, Syntax Sorter, Guess the phrase*

   c. **Apply:** *Widgets that allow using information in new situations*.
      i. **Simulations**: For applying knowledge to real-world scenarios.
      ii. **Problem-Solving Activities:** For practicing application of concepts.
      iii. **Role-playing Games**: For applying knowledge in simulated environments
         1. *Choose your own adventure*
         2. *Enigma, Roulette*
         3. *Node Graph, Normal Distribution Calculator, Equation Sandbox*
         4. *Secret Spreadsheet. Slope Finder*
         5. *This or That, Guess the phrase*
         6. *Syntax Sorter, Sequencer*
         7. *Nursing Simulation Builder*

   d. **Analyze:** *Widgets that involve breaking information into parts to explore understandings and relationships*.
      i. **Case Studies:** For analyzing scenarios and identifying components.
      ii. **Data Analysis Tools:** For interpreting data sets.
      iii. **Comparison Charts:** For breaking down and comparing information.
         1. *Radar Grapher*

   e. **Evaluate:** *Widgets that enable justifying a decision or course of action*.
      i. **Debate Platforms:** For evaluating arguments and evidence.
      ii. **Peer Review Tools:** For assessing the quality of work.
         1. *Choose your own adventure*
         2. *Evaluate a Policy, Evaluate a Rejection Letter*

Evaluate: *Choose your own adventure, Evaluate a Policy, Evaluate a Rejection Letter*

Analyze: *Radar Grapher, Node Graph, Slope Finder*

Apply: *Choose your own adventure, Enigma, Roulette, Node Graph, Normal Distribution Calculator, Equation Sandbox, Secret Spreadsheet. Slope Finder, This or That, Guess the Phrase, Syntax Sorter, Sequencer, Nursing Simulation Builder*

Understand: *Associations, Sort it Out, This or That, Sequencer, Syntax Sorter, Guess the Phrase*

Remember: *Associations, Matching, Last Chance Cadet, Sort it Out, Crossword, Word Search, Word Guess, Guess the phrase, Flashcards, Labeling, Sequencer, Syntax Sorter, Roulette, Enigma*

4. **Click on the widget you want to create**
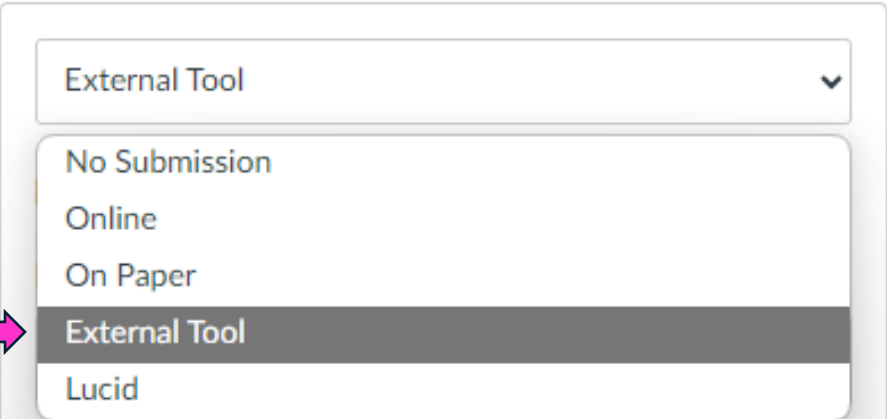   a. Play a demo, if you want!

5. **Click "Create your widget" to begin creating your game.**
   a. Give your widget a descriptive title
   b. Follow the on-screen directions to begin making your game.
      i. If you have created questions in other, pre-existing widgets, you might be able to click on "Import Questions" to the left of the "Preview" button.
   c. Add in media (pictures, audio, etc.) when possible.
   d. Be sure to save your progress by clicking on "Save Draft"!
   e. When you're done, click on "Publish"

6. **To make the game part of your course, create a new assignment in Webcourses.**
   a. Assignment Name
   b. Assignment Description – ***DO NOT*** *put the URL of the Materia Widget you created here!*
   c. Points Possible
   d. Assignment Group
   e. Display Grade as
      i. *Will this assignment count toward the student's final grade? If not, click on the box next to "Do not count this assignment towards the final grade"*
   f. **Submission Type**
      i. **Click on the dropdown menu and select "External Tool"**
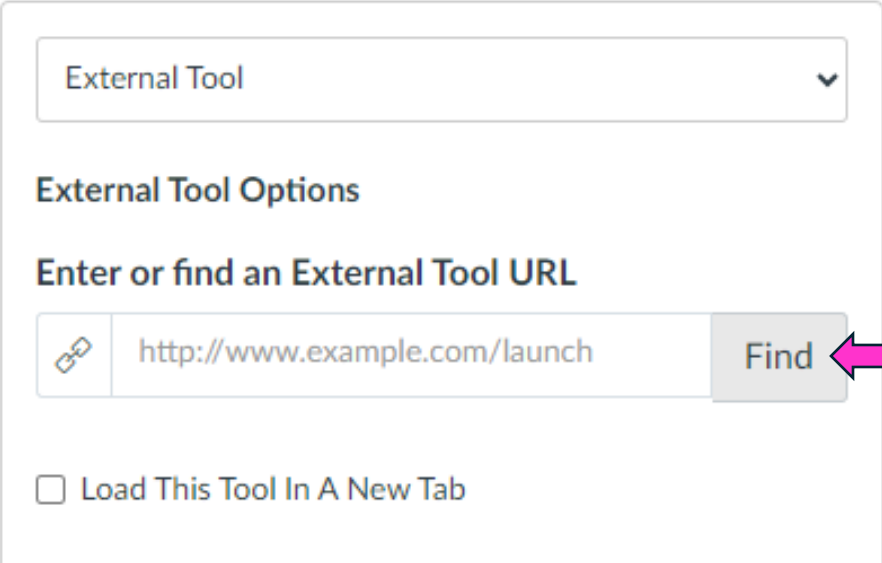
   ii. **Click on the "Find" button**
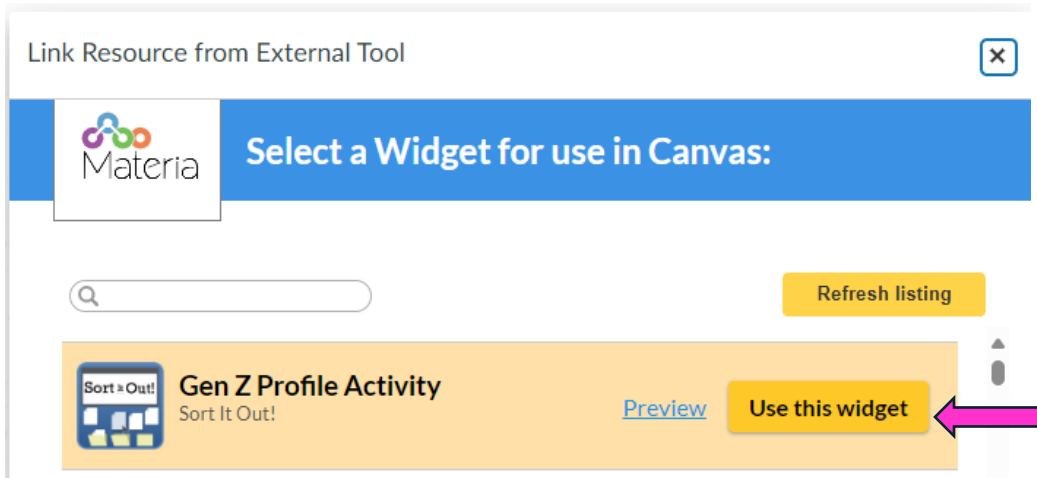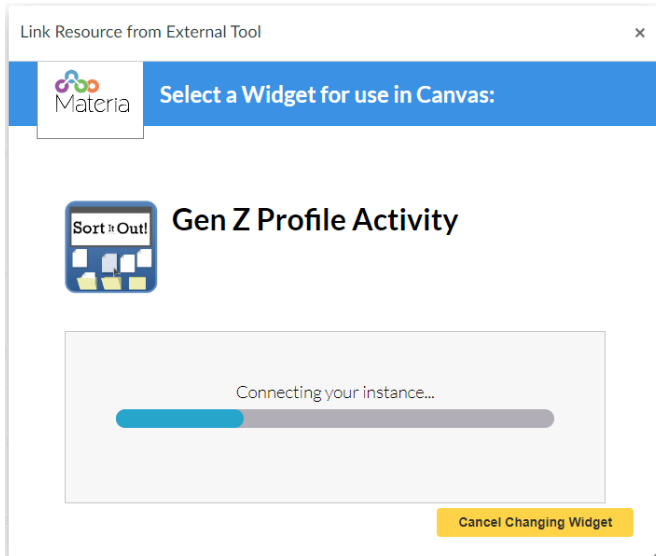
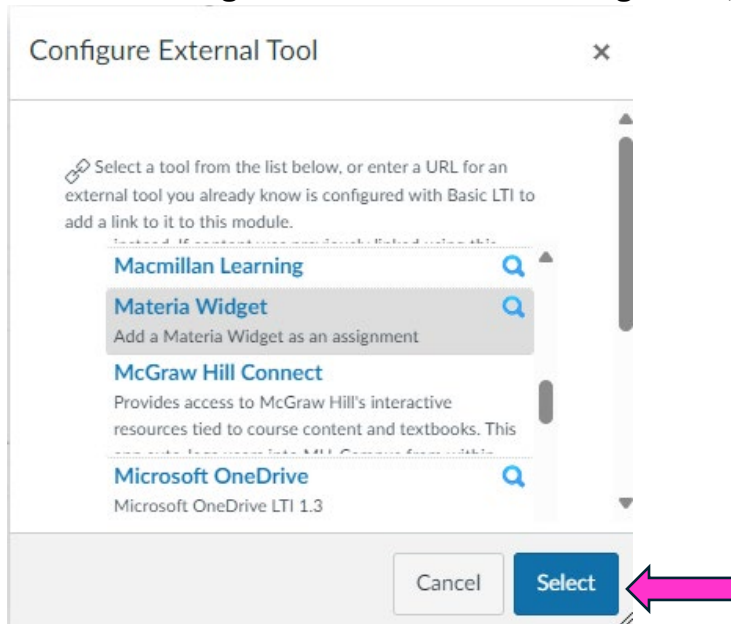iii. **Scroll down until you can click on "Materia Widget"**
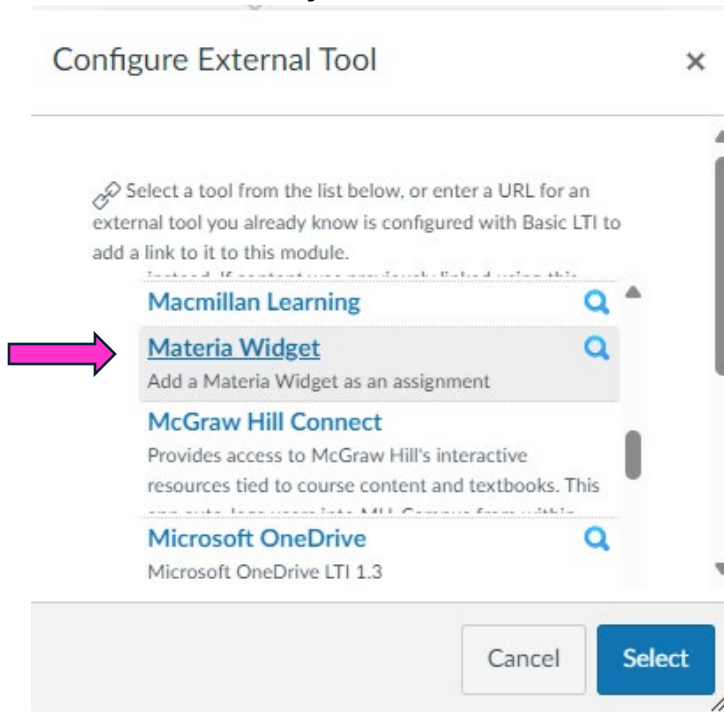
iv. **Select the widget you want to use by clicking on the "Use this widget" button on the right-hand side of the list of possible widgets.**


v. **Wait for the widget to be linked to your assignment.**

vi. **Once the widget is connected to the assignment, click on "Select" to continue.**

Configure External Tool ✕

🔗 Select a tool from the list below, or enter a URL for an external tool you already know is configured with Basic LTI to add a link to it to this module.

Macmillan Learning 🔍

Materia Widget 🔍
Add a Materia Widget as an assignment

McGraw Hill Connect
Provides access to McGraw Hill's interactive resources tied to course content and textbooks. This

Microsoft OneDrive 🔍
Microsoft OneDrive LTI 1.3

Cancel   **Select**

vii. *Limit the number of attempts you want your students to have; **the default is "Unlimited"***

Submission Attempts

Allowed Attempts

Unlimited ⌄

Unlimited
Limited
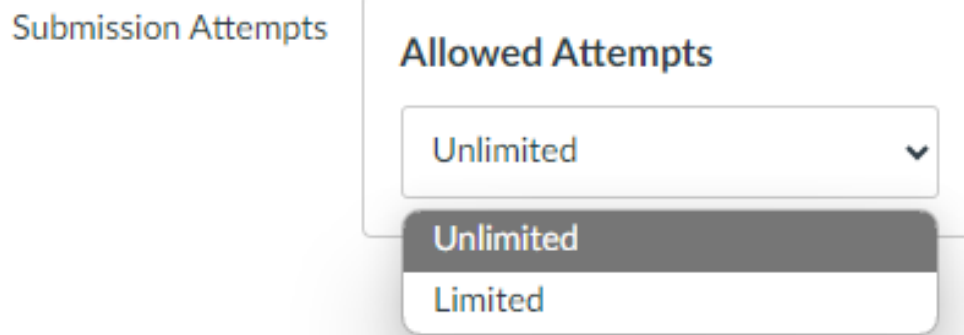
viii. **Set the due date(s) and time.**

ix. **Click on "Save and Publish"**